

## Requirements

- Game + Update 1.02 (PCSG01002).
- Hacked Vita (Enso/h-encore 3.60/3.65/3.68).
- rePatch (installed on the Vita and verified working) (rePatch does not work on 3.73).
- NoNpDrm (installed on the Vita and verified working).
- reF00D v1.1/0syscall6.
- VitaShell.
- FTP program (WinSCP recommended).
- This English patch.

## How to install

### Preparation:

- Install the Game on your Vita or insert cart and also install the game update v1.02.
- Test the game if it's working fine.
- Extract English patch archive to a folder. ex: "DanMachi-IC\_patcher\_v0.80b".

Next you need to decrypt your game, choose which decryption method best suits you:

- Decrypting the game via VitaShell is slower but easier.
- Decrypting the game via psvpfsparser is faster but may not always work depending on your system setup.
- If you have problems decrypting your game using VitaShell, use psvpfsparser instead or vice versa.

If you choose to decrypt the game via VitaShell:

- Using VitaShell browse gro0:app/ (if cart) or ux0:app/ (if a PSN game).
- Highlight the PCSG01002 folder and press Triangle > Open decrypted.
- Press Select and connect Via FTP.
- Using your favorite FTP application on the PC, browse gro0:app/ (if cart) ux0:app/ (if a PSN game).
- Copy PCSG01002 folder to the PC (DanMachi-IC\_patcher\_v0.80b\decrypted\_backup folder) and rename it to PCSG01002\_base.

- Browse ux0:patch/ on your Vita again using VitaShell.
- Highlight PCSG01002 folder and press Triangle > Open decrypted again on FTP application on the PC, browse ux0:patch/.
- Copy PCSG01002 folder to the PC (DanMachi-IC\_patcher\_v0.80b\decrypted\_backup folder) and rename it to PCSG01002\_update.  
If you choose to decrypting the game via psvpfsparser:
- Using VitaShell, enable usb/ftp connection by pressing [Select].
- Copy the [PCSG01002] inside the ux0:app/ (if a PSN game) or gro0:app/ (if cart) and copy it to the PC [DanMachi-IC\_patcher\_v0.80b\encrypted\_backup\app\] folder).
- Copy the [PCSG01002] inside the ux0:patch/ and copy it to the PC [DanMachi-IC\_patcher\_v0.80b\encrypted\_backup\patch\] folder).
- (Optional) copy the [nonpdrm] inside the ux0: partition and copy it to the PC [DanMachi-IC\_patcher\_v0.80b\encrypted\_backup\].
- Run [1. Decrypt\_game\_asset.bat] follow its instruction and wait for it to finish decrypting the files.
- When decrypting is done there should be a [decrypted\_backup] folder created.  
Patching decrypted asset:
- Run [2. Apply\_ENG\_patch\_v0.80b\_to\_decrypted\_asset.bat], follow its instruction and wait for it to finish patching.  
How to install the patch:
- Copy the [repatch] folder inside the [Copy\_to\_VITA\_ux0] folder to the ux0: partition of your Vita.
- Be sure to have NoNpDrm and rePatch plugins (v3.0) properly installed and working.

Additional Notes

- The game is weird it has texture assets that is on 2048×2048 resolution so overclocking may help on streaming those assets faster. So You may need to have a overclock plug-in if you feel stutters in the game and improve its loading. 444 should be enough.
- VitaShell "Open decrypted" feature only works via FTP mode and would not work while in USB mode.